

DANGEROUS Waters



The Official Source
for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marine

codeboy's rant

Hey look, an all new format! As if you can even remember what the last issue looked like or when it came out. But on to more trying issues like the paper crisis, bathing in crabs and the claim that Crispa is "nearly times two." The only thing that really concerns me about all of this change is the straightforward approach now taken in the T-shirt section, that's marketing for ya! Anyway, back to this Crispa thing. What are they trying to say? Now I could say "really crisy" or even, "slightly more crisy than those less fortunate crabs," but "times two" is a fairly bold statement. It's as if to imply that their coral actually allows the consumers' olfactory senses beyond repair, causing a near total addiction to the product.

There? Anyone left reading at this point should feel pretty damn special. I lost the rest about a sentence and a half ago! So where



Hmmmm...Smells like Crispa!

were we? Ah, Crispa. I can't wait to get home for another bowl or two. I can quit any time I want, I swear. There's nothing like being in the grips of a serious Crispa bendist, though. Then imagine going into the bathroom naked, except for a corpa suit, towels pinned on my knees and a bathtub full of broken chairs. That brings me to the point of this very special Rant. Believe it or not, CrispaWanu™ 64 is a fairly boring game! Thank you for reading, I hope you can find your way through this cluttered and extremely

timely issue of Dangerous Waters. And be sure to vote for us in the upcoming Considerably Late Publication of the Year Awards. Power to the Weeklies.

—Codeboy

Over 1,500
New Codes
In This Issue



content

Game Tips & Tricks	2
Mailbox	2
Atto's Game Review	2
Files	2
Merchant Marine	3
Back Issues	3
GameShark Matchups	4
GameShark Codes	4
Order Form	8

editor's note

Dangerous Waters is back, completely updated and revised! We've been away for awhile, sailing along the high seas. This issue would have reached you sooner if Codeboy hadn't allowed some sneaky shark to take a huge drink out of his tank! Thanks to his efforts, we had to work hard to redo the entire issue. But that gave us a chance to create something totally new and exciting—there's lot of

the old with a number of cool new features! DM's resident hacker and master sniffer returns with over 1000 new GameShark™ Codes. Get the scoop on new games in the review section, plus learn gaming tips and tricks from the experts! We hope you enjoy the new format, as we have worked hard to create something fun and exciting for our loyal GameShark fans. About the Power!

GameTips & Tricks

Conquer worlds. Negate strength. Subdue the enemy.

March Madness '99

Alien Team
From: *DOOM3* as a name on the controller select box screen. Note: This code only works in Exhibition Mode.

Generic Selects And Secondary Players

Enter: *CONFIRM* as a name on the controller selection screen. Note: This code only works in Exhibition Mode.

Small Players

Enter: *CONFIRM* as a name on the controller selection screen. Note: This code only works in Exhibition Mode.

Large Players

Enter: *ENTER* as a name on the controller selection screen. Note: This code only works in Exhibition Mode.

Song Select

From a game in "Dynamix" mode. Then, pause the game and enter the controller select screen. Select the item that is currently being controlled and press it to choose the song to be played when they have passed some of the ball.

Castlevania

Easy Difficulty Level

Put the game and wait until the credits and save the game, then input to access the "Hard" difficulty setting.



Alternate Costumes

Start the game with either character in any difficulty setting and find at least one special crystal, one of which is located in the Execution Tower. Then, save the game, highlight the character the game was saved with in the character selection screen, hold up on the analog stick and select item.

Mailbox

The Voice of GameShark Fans

I am writing a book and I need you to write in open areas on what the South (Sh) and so on if you want dimension is, and write in about how to make time travel possible. Thanks

—Anonymous

This seems a bit off topic, but I take a shot. Some people argue that Time itself is the 4th dimension, i.e. as time progresses things are added the same as they enter the 3rd spatial dimension. We are moving all the time, as a result of the movement of the planets, the solar system and the galaxy, as well as just pure velocity itself. Granted, this movement occurs in 3rd dimensional Space, but in 4th dimensional Time.

Not to crush anyone's hopes, but Time itself, as far as my understanding goes, can only occur in one direction—forward, as linked by Einstein's Theory of Relativity. As an object approaches the speed of light, Time, as perceived by the object, slows down, but never reaches, as the speed of light is as fast as an object can travel. To make a long story short, if you take a trip at the speed of light for one year (relative to you), upon your return, you will have managed to travel ahead 80 years. (But you can never go back.)

I hope this helps, and if you readers do not understand this sort of thing, just skip it.

—Kato

Get a question? Ask it here, and you'll find your fellow i-Geekers. Write to: Kato@iExchange.net, P.O. Box 1000, New York, NY 10001. Email: kato@iexchange.net

Kato's Game Review

An unbiased look at what's hot and what's not.

WINBACK

Title: Winback
Developer: KOEI
Publisher: KOEI
Format: Cartridge

of Players: 2
Difficulty: Moderate
Available: Late Spring '99

Our offer managed to secure a beta copy of Winback from KOEI for the Nintendo 64. If you have not heard of this title before, try to imagine a cross between *Alma Goul* (PS2) and *Alma* (PlayStation). Believe me, it is full of action.

Your character is part of a team that is charged with taking on Winback, get it? A boss that houses a powerful energy weapon which has recently been taken over by menacing forces. Unfortunately for the entire team, their attack loses power while trying to the drop zone point and everyone has to jump ship. Kind of an over-the-top start, is it not?

Your job is to locate your comrades and carry on with the mission, a task easier said than done. The AI (artificial intelligence) is good and the score cuts show the menacing elements in full detail.

As of this writing, there are two modes of play. The first, obviously, is the main game and the second is a multi-player versus mode. Yes, you and three friends can select your characters and fight head-to-head in a single-player, split-screen styled.

The third person screen view is exceptional. You can even use a few different moves to keep yourself cool in order to get the drop on the enemy. Your only save level throughout the mission is your Selection, a 48 cabinet panel with infinite ammo. Late on in the game, if you're able to find you can pick up an FPS and a Tactical Shotgun to increase your firepower.

All in all, Winback looks to be one hot shooter.



So we took the time to look at the game, it's a really good one.

The i-Files

An in-Depth Look At New Devices From Inteltek.

The DexDrive Opens The Doors To A Whole New Universe!

Providing virtually unlimited storage space, the game save exchange system opens the potential for conquering the gaming world!

The DexDrive™ has gamers everywhere stopping, standing, and screaming! It's a revolutionary new storage device that allows you to copy game saves from your ordinary memory cards to the hard drive of a PC. Once on your hard drive, the game saves can be stored, transferred to other PCs via e-mail and posted to websites and newsgroups.

The Dex is a pinch to install and easy to operate. Simply insert a PlayStation® or Nintendo 64 memory card into the small dock on the front of the hardware and the DexDrive into the serial port of your PC. The revolutionary DexPlayer software program (included as part of the package) handles all the transfer and PC navigation logistics. From there, you're only a point-and-click away from downloading and uploading the most awesome game codes.

Another cool thing about the DexDrive is its ability to back-up download game saves. Now you're no longer limited to the number of save of your memory cards. You can archive data onto your hard or diskette, copy data from a friend and even download posted saves from the Internet and write them back to your PC or memory cards. With the DexDrive, storage capacity is virtually unlimited.

The DexDrive even boasts its own official DexDrive website: www.dexchange.net. This site features hundreds of the hottest games saves for Nintendo 64 and PlayStation. You can also chat with other gamers on the Dex's message board or even enter our weekly contests, where you can win cool prizes from Inteltek! Visit our site to learn about the Dex's other exciting features.



The DexDrive will change the way you save and trade games.



Dyck, F. F. College, 1904

Hunt Valley, MD 20829



EDWIN NELSON
4720 N RACINE AVE APT 3E
CHICAGO IL 60640-4922

BULK RATE
U.S. POSTAGE
PAID
BALTIMORE, MD
PERMIT NO. 3802

Please Forward – Address Correction Requested